Streak

♥ 8 | 🛡 0

✳	✹
🔥	+0
💧	+0
☠	-1
☁	+2
⚙	+1
✨	+0

Drill Beak

4

⚔ ↗1 ✹3 🛡

Grasping Talons

4

⚔ ↗1 ✹3 ❄

Logic: Retreat.

2

Whirling Winds

⚔ ↗1-3 ✹1 🛡

⇦1

⊗ all

✚ ↗0 ♥1 ☠

Blitz Strike

3

⚔ ✹3

⊗ all enemies within ⊗

Teleport this unit to the furthest unoccupied red space of the attack action.

Briarwog

♥ 10 | 🛡 0

✳	✹
🔥	-1
💧	+2
☠	-1
☁	+0
⚙	+0
✨	+1

After this unit is attacked from within ↗1:

The attacker suffers ✹1.

Hooked Tongue

2

⚔ ↗1-3 ✹2 🛡

⇦1

Leaping Tackle

3

⚔ ↗1 ✹3

Bounce Around

4

⚔ ↗1 ✹3

⇨2

Logic: Retreat.

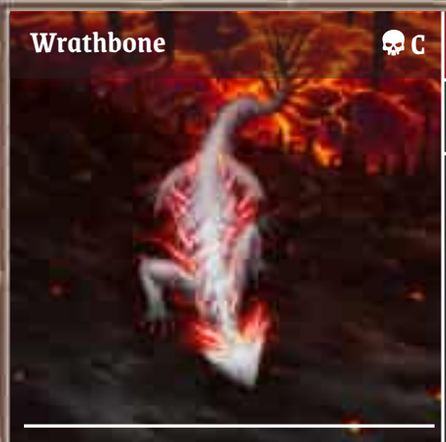
3

Bile Venom

2

🏹 ↗2-3 ✹3

Wrathbone



♥ 20 | 🛡 0

✳	✹
🔥	+2
💧	-2
☠	+1
☁	+0
⚙	+0
✨	+0

At the end of the Rover phase:

All enemies within ↗1-2 suffer ✹1.

Enemies within ↗1 suffer an additional ✹1.

Searing Bite

3

⚔ ↗1 ✹4 🔥

Burnbile Vomit

2

🏹 ↗2-3 ✹2 🔥

All other enemies within ↗1-2 of the target suffer ✹1.

Tailbone Sweep

5

⚔ ✹3

⊗ all enemies within ⊗

Combustion Flare

⚔ ↗1-3 ✹2

⊗ all

If the target of the attack is within ↗1, that attack gains +2 ✹.

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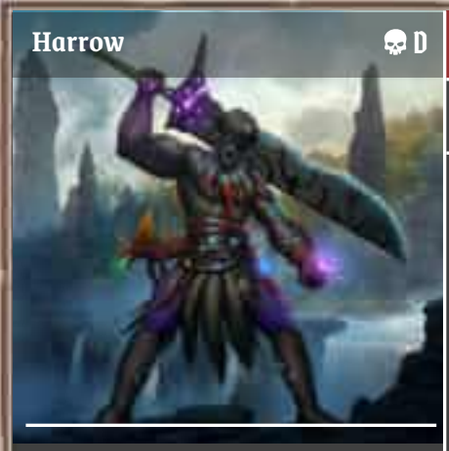
Harrow

D



18 | 0

+0 | +0 | +0 | +0 | +2 | +2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 1.

1

Poisoned Helper

3

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 1

2

Mighty Leap

4

3

all enemies within

3

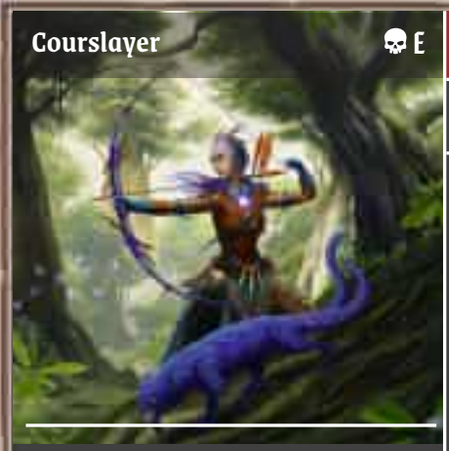
Final Swing

1 | 6

4

Courslayer

E



15 | 0

-1 | +2 | -1 | +2 | +0 | +0

Soaring Arrow

3-6 | 3

1

Pinning Shot

2

2-4 | 4

2

Rain of Arrows

1

2-3 | 3

all enemies within

3

Piercing Shot

3

2 | 4

4

Stormcaller

F

This unit gains 2 against targeting it.

15 | 0

-1 | +1 | -2 | +2 | +2 | -1

Stormfront

2

2 | 1

3

all enemies within

Thunder Bolt

2-4 | 5

Forked Lightning

3

3

all enemies within

Tornado

On Advance:

1-4 | 4

all

4

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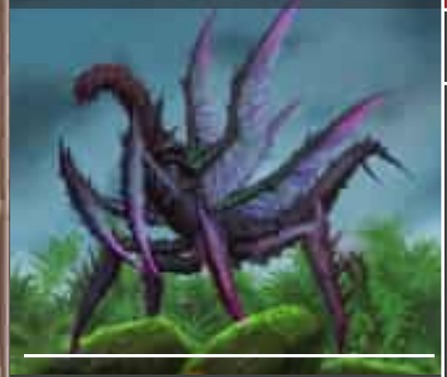
Galeaper — A



♥	8
🛡	0
✳ ✹	
🔥	-1
💧	+0
✹	-1
〰	+3
◈	+0
⊛	+1

Gale Shot
3
2 | 3
1

Rending Squall
3
1 | 2
0 | 2
2

Power Strike
2-4 | 3
2
2
3

Swarm Instinct
4
1 | 3
If at least one ally is adjacent to the target, gain +2 ✹.
4

Streak — B

♥	8
🛡	0
✳ ✹	
🔥	+0
💧	+0
✹	-1
〰	+2
◈	+1
⊛	+0

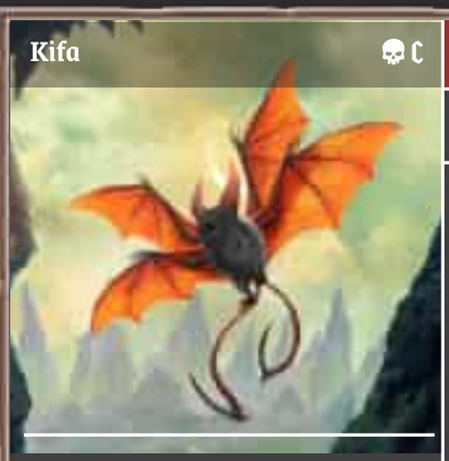
Drill Beak
4
1 | 3
1

Grasping Talons
4
1 | 3
Logic: Retreat.
2
2

Whirling Winds
1-3 | 1
1
all
0 | 1
3

Blitz Strike
3
3
all enemies within ✪
Teleport this unit to the furthest unoccupied red space of the attack action.
4

Kifa — C



♥	8
🛡	0
✳ ✹	
🔥	-1
💧	-1
✹	+2
〰	+2
◈	+0
⊛	+0

Wingbeat Onslaught
3
1 | 3
2
1

Stone Fling
1
2-4 | 3
Logic: Retreat.
3
2

Hook and Drag
2
2-3 | 3
2
3

Sonic Screech
2
2
all enemies within ✪
4

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Battering Winds

D

This unit gains 2 against melee attacks targeting it.

8*R

0

-1

+1

-2

+2

+2

+1

Stormfront

2

2 | 3

3

all enemies within

1

Thunder Bolt

2-5 | 6

2

Tornado

On Advance:

1-4 | 4

all

3

Forked Lightning

3

3

all enemies within

4

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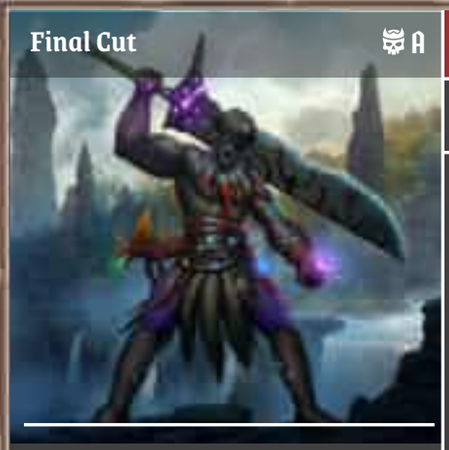
Final Cut

A



Immune to forced movement.

This unit gains 2 against ranged attacks targeting it.

10*R

0

+2 | +0 | +3 | -1 | -1 | +3

Cleaving Blow

2

5 all enemies within

1

Brutal Assault

4 all enemies within 2

2

1 3

2

Mighty Leap

4

1 3+X

Where X equals each space entered into with the action.

3

Execute

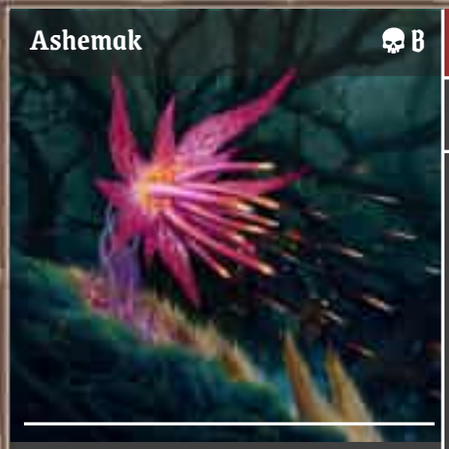
1

1 8

4

Ashemak

B



Immune to forced movement.

Before this unit is slain: All units within 1 suffer 3.

9

0

+3 | -2 | +0 | -1 | +0 | +0

Burst Pod

2-4 2

2

1

Backdraft

2-4 2

2

2

Absorb Nutrients

1-2 3

0 3

3

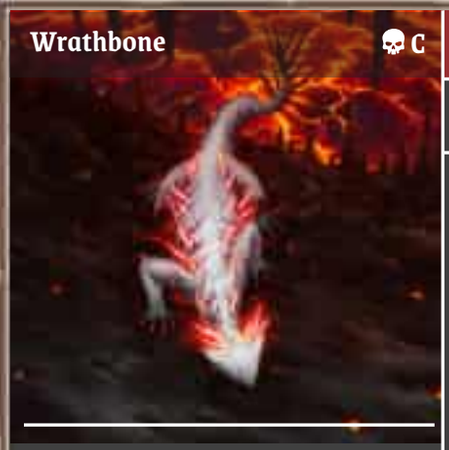
Throw Pod

2-4 2

4

Wrathbone

C



At the end of the Rover phase: All enemies within 1-2 suffer 1.

Enemies within 1 suffer an additional 1.

20

0

+2 | -2 | +1 | +0 | +0 | +0

Searing Bite

3

1 4

1

Burnbile Vomit

2

2-3 2

All other enemies within 1-2 of the target suffer 1.

2

Tailbone Sweep

5

3 all enemies within

3

Combustion Flare

1-3 2

all

If the target of the attack is within 1, that attack gains +2.

4

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Streak

A

8 | 0

+0 | +0 | -1 | +2 | +1 | +0

Drill Beak

4

1 | 3

1

Grasping Talons

4

1 | 3

Logic: Retreat.

2

2

Whirling Winds

1-3 | 1

1

all

0 | 1

3

Blitz Strike

3

3

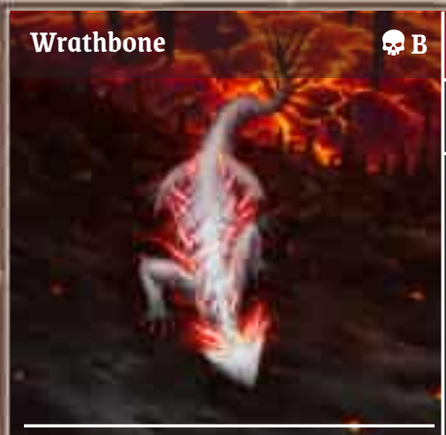
all enemies within

Teleport this unit to the furthest unoccupied red space of the attack action.

4

Wrathbone

B



20 | 0

+2 | -2 | +1 | +0 | +0 | +0

At the end of the Rover phase:

All enemies within 1-2 suffer 1.

Enemies within 1 suffer an additional 1.

Searing Bite

3

1 | 4

1

Burnbile Vomit

2

2-3 | 2

All other enemies within 1-2 of the target suffer 1.

2

Tailbone Sweep

5

3

all enemies within

3

Combustion Flare

1-3 | 2

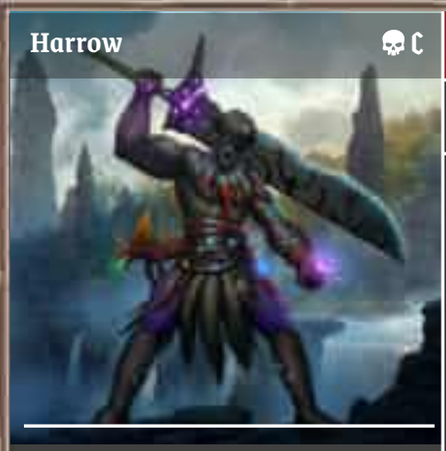
all

If the target of the attack is within 1, that attack gains +2.

4

Harrow

C



18 | 0

+0 | +0 | +0 | +0 | +0 | +2 | +2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 1.

1

Poisoned Helper

3

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 1

2

Mighty Leap

4

3

all enemies within

3

Final Swing

1 | 6

4

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Stormcaller

D

This unit gains 2 against targeting it.

15 | 0 | -1 | +1 | -2 | +2 | +2 | -1

Stormfront

2

2 | 1 | 3 | all enemies within

1

Thunder Bolt

2-4 | 5

2

Forked Lightning

3

3 | all enemies within

3

Tornado

On Advance:

1-4 | 4 | all

4

Briarwog

E

After this unit is attacked from within 1:

The attacker suffers 1.

10 | 0 | -1 | +2 | -1 | +0 | +0 | +1

Hooked Tongue

2

1-3 | 2 | 1

1

Leaping Tackle

3

1 | 3

2

Bounce Around

4

1 | 3 | 2

Logic: Retreat.

3

3

Bile Venom

2

2-3 | 3

4

Warden

F

15 | 0 | -1 | +2 | -1 | +2 | +0 | +0

Soaring Arrow

2-6 | 3

1

Pinning Shot

2

2-4 | 4

2

Chain Arrow

3-5 | 3 | 3

Logic: Retreat.

2

3

Piercing Shot

3

2 | 5

Logic: Retreat.

2

4

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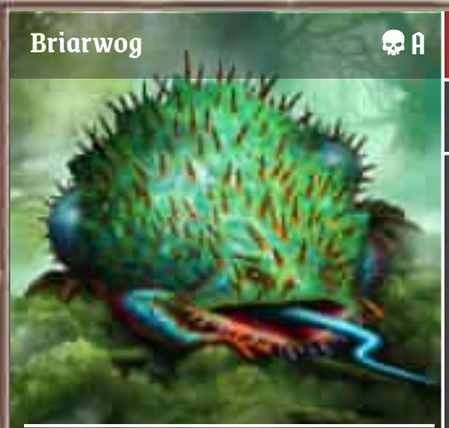
Briarwog



♥ 10 | 🛡 0

✳	✹
🔥	-1
💧	+2
☠	-1
🌫	+0
◈	+0
✦	+1

After this unit is attacked from within ↗1:

The attacker suffers ✹1.

Hooked Tongue

2

⚔ ↗1-3 ✹2 🛡 | ⇦1

1

Leaping Tackle

3

⚔ ↗1 ✹3

2

Bounce Around

4

⚔ ↗1 ✹3 | ⇨2

Logic: Retreat.

3

3

Bile Venom

2

🏹 ↗2-3 ✹3 | ✪

4

Grovetender

♥ 12 | 🛡 2

✳	✹
🔥	-1
💧	+3
☠	+3
🌫	+0
◈	+0
✦	-1

If a Rover slays this unit, that Rover + 💧/☠.

Verdant Cleave

4

⚔ ✹3 | ✪ all enemies within ✪

1

Creeping Roots

4

⚔ ↗1 ✹5 | ❄

2

Soothing Pollen

♥ ↗0-4 ♥4 | ✪

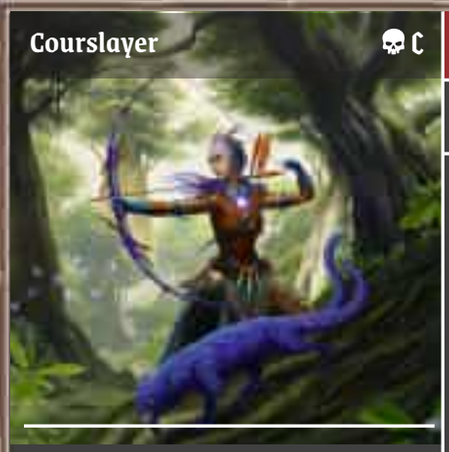
3

Toxic Spores

🏹 ↗2-4 ✹2 🛡 | ✪ | ✪2

4

Courslayer



♥ 15 | 🛡 0

✳	✹
🔥	-1
💧	+2
☠	-1
🌫	+2
◈	+0
✦	+0

Soaring Arrow

🏹 ↗3-6 ✹3

1

Pinning Shot

2

🏹 ↗2-4 ✹4 | ❄

2

Rain of Arrows

1

🏹 ↗2-3 ✹3 | ✪ all enemies within ✪

3

Piercing Shot

3

🏹 ↗2 ✹4 🛡

4

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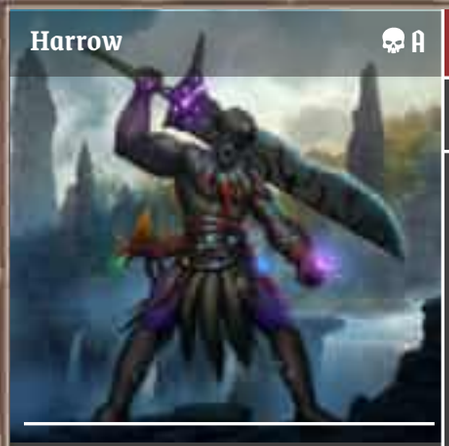
Harrow



A

18 | 0

+0 | +0 | +0 | +0 | +2 | +2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 1.

1

Poisoned Helper

3

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 1

2

Mighty Leap

4

3

all enemies within

3

Final Swing

1 | 6

4

Stormcaller

B

15 | 0

-1 | +1 | -2 | +2 | +2 | -1

This unit gains 2 against targeting it.

Stormfront

2

2 | 1

3

all enemies within

1

Thunder Bolt

2-4 | 5

2

Forked Lightning

3

3

all enemies within

3

Tornado

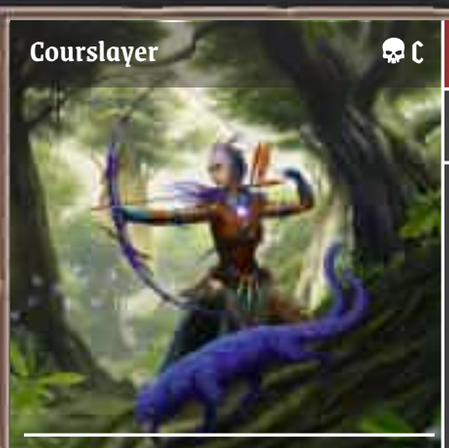
On Advance:

1-4 | 4

all

4

Courslayer



C

15 | 0

-1 | +2 | -1 | +2 | +0 | +0

Soaring Arrow

3-6 | 3

1

Pinning Shot

2

2-4 | 4

2

Rain of Arrows

1

2-3 | 3

all enemies within

3

Piercing Shot

3

2 | 4

4

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Eclipse D

This unit is immune to all damage.

20*R

2

+1 +1 +1 +1 +2 +2

Who Are You?	Taunt	You Can't Flee	Surprise
4 1 4 1	4 1-3 2 1 all 2	4 1 3 3	**Logic:** Wants to place themselves between the Rover closest to an space and the spaces. 6 1 3 4

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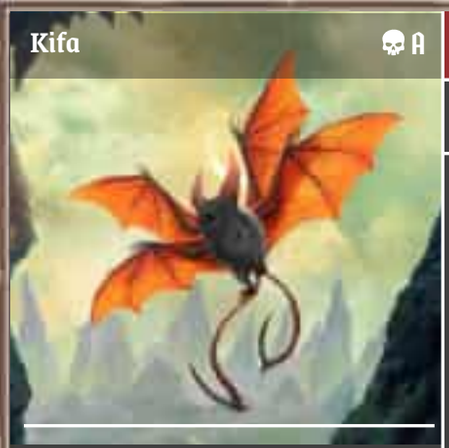
Kifa



A

❤	8
🛡	0
✳	✹
🔥	-1
💧	-1
⚡	+2
🌬	+2
◈	+0
🌀	+0

Wingbeat Onslaught

3

1 | ✹ 3

→ 2

1

Stone Fling

1

2-4 | ✹ 3

Logic: Retreat.

3

2

Hook and Drag

2

2-3 | ✹ 3

← 2

3

Sonic Screech

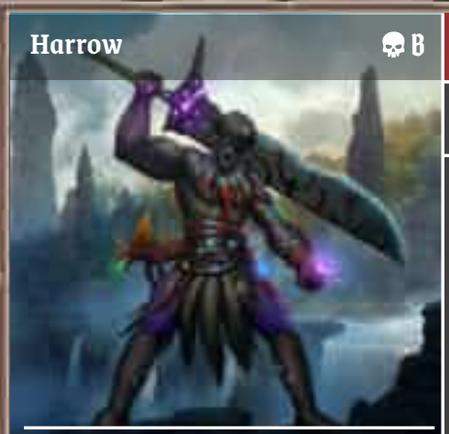
2

✹ 2 | 🛡

all enemies within ✹

4

Harrow



B

❤	18
🛡	0
✳	✹
🔥	+0
💧	+0
⚡	+0
🌬	+0
◈	+2
🌀	+2

Heavy Cleaver

2

1 | ✹ 4

All other enemies within ↗ 1 of the target suffer ✹ 1.

1

Poisoned Helper

3

1 | ✹ 3

Logic: Wants to attack the next nearest enemy.

1-2 | ✹ 1

2

Mighty Leap

4

✹ 3

all enemies within ✹

3

Final Swing

1 | ✹ 6 | 🛡

4

Stormcaller

C

❤	15
🛡	0
✳	✹
🔥	-1
💧	+1
⚡	-2
🌬	+2
◈	+2
🌀	-1

This unit gains 🛡 2 against ↗ targeting it.

Stormfront

2

2 | ✹ 1

→ 3

all enemies within ✹

1

Thunder Bolt

2-4 | ✹ 5 | 🛡

2

Forked Lightning

3

✹ 3

all enemies within ✹

3

Tornado

On Advance:

1-4 | ✹ 4

all

4

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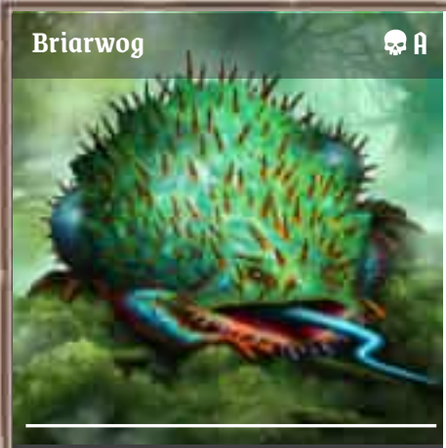
Briarwog



♥ 10 | 🛡 0

-1 | +2 | -1 | +0 | +0 | +1

After this unit is attacked from within ↗ 1:

The attacker suffers ✸ 1.

Hooked Tongue

2

1-3 | ✸ 2 | 🛡

1

1

Leaping Tackle

3

1 | ✸ 3

2

Bounce Around

4

1 | ✸ 3

2

Logic: Retreat.

3

3

Bile Venom

2

2-3 | ✸ 3

4

Stormcaller

♥ 15 | 🛡 0

-1 | +1 | -2 | +2 | +2 | -1

This unit gains 🛡 2 against ↗ targeting it.

Stormfront

2

2 | ✸ 1

3

all enemies within ✪

1

Thunder Bolt

2-4 | ✸ 5 | 🛡

2

Forked Lightning

3

✸ 3

all enemies within ✪

3

Tornado

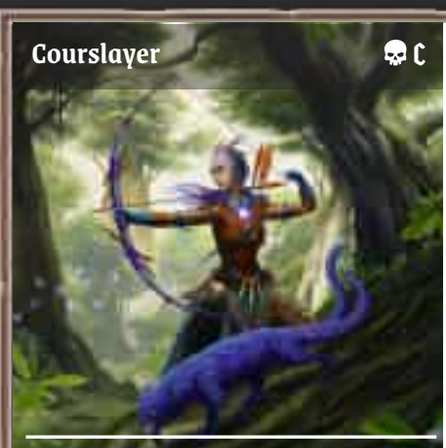
On Advance:

1-4 | ✸ 4

all

4

Courslayer



♥ 15 | 🛡 0

-1 | +2 | -1 | +2 | +0 | +0

Soaring Arrow

3-6 | ✸ 3

Pinning Shot

2

2-4 | ✸ 4

Rain of Arrows

1

2-3 | ✸ 3

all enemies within ✪

Piercing Shot

3

2 | ✸ 4 | 🛡

4

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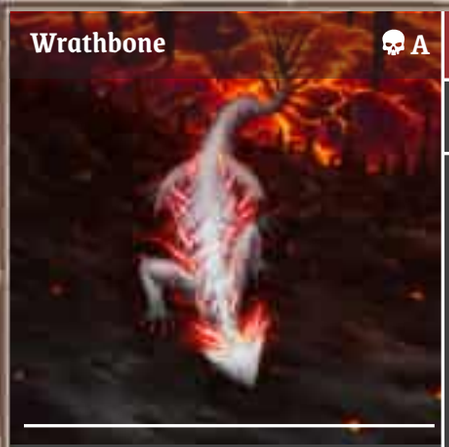
Wrathbone — A



♥ 20 | 🛡 0

✳	✹
🔥	+2
💧	-2
✶	+1
〰	+0
◈	+0
✺	+0

At the end of the Rover phase: All enemies within ↗ 1-2 suffer ✹ 1.

Enemies within ↗ 1 suffer an additional ✹ 1.

Searing Bite
3 — ⚔ ↗ 1 ✹ 4 🔥 — 1

Burnbile Vomit
2 — ↗ 2-3 ✹ 2 🔥

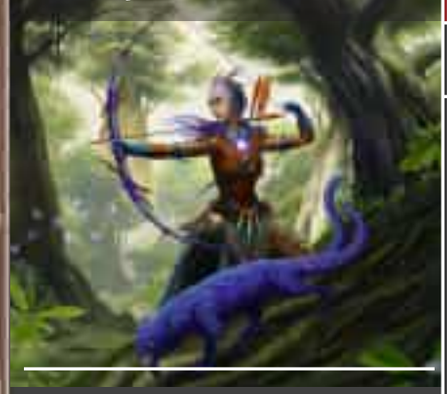
All other enemies within ↗ 1-2 of the target suffer ✹ 1. — 2

Tailbone Sweep
5 — ⚔ ✹ 3 ⊗ all enemies within ⊗ — 3

Combustion Flare
⚔ ↗ 1-3 ✹ 2 ⊗ all

If the target of the attack is within ↗ 1, that attack gains +2 ✹. — 4

Courslayer — B



♥ 15 | 🛡 0

✳	✹
🔥	-1
💧	+2
✶	-1
〰	+2
◈	+0
✺	+0

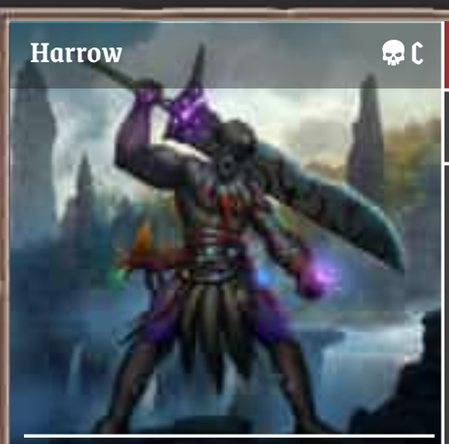
Soaring Arrow
↗ 3-6 ✹ 3 — 1

Pinning Shot
2 — ↗ 2-4 ✹ 4 ❄ — 2

Rain of Arrows
1 — ↗ 2-3 ✹ 3 ⊗ all enemies within ⊗ — 3

Piercing Shot
3 — ↗ 2 ✹ 4 🛡 — 4

Harrow — C



♥ 18 | 🛡 0

✳	✹
🔥	+0
💧	+0
✶	+0
〰	+0
◈	+2
✺	+2

Heavy Cleaver
2 — ⚔ ↗ 1 ✹ 4

All other enemies within ↗ 1 of the target suffer ✹ 1. — 1

Poisoned Helper
3 — ⚔ ↗ 1 ✹ 3

Logic: Wants to attack the next nearest enemy.

↗ 1-2 ✹ 1 ⊗ — 2

Mighty Leap
4 — ⚔ ✹ 3 ⊗ all enemies within ⊗ — 3

Final Swing
⚔ ↗ 1 ✹ 6 🛡 — 4

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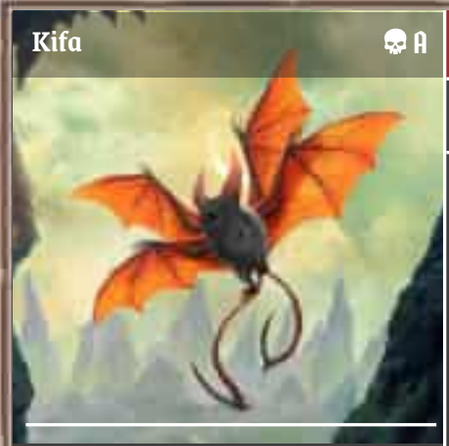
Kifa



A

8 | 0

-1 | -1 | +2 | +2 | +0 | +0

Wingbeat Onslaught

3

1 | 3 | 2

1

Stone Fling

1

2-4 | 3

Logic: Retreat.

3

2

Hook and Drag

2

2-3 | 3 | 2

3

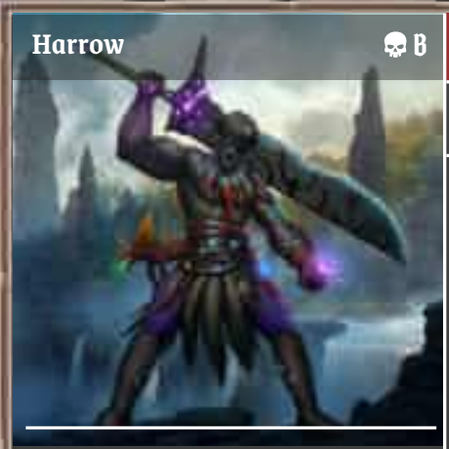
Sonic Screech

2

2 | all enemies within

4

Harrow



B

18 | 0

+0 | +0 | +0 | +0 | +2 | +2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 1.

1

Poisoned Helper

3

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 1

2

Mighty Leap

4

3 | all enemies within

3

Final Swing

1 | 6

4

Stolen Breath

C

8*R | 0

-1 | +1 | -2 | +2 | +2 | +1

Stormfront

3

2 | 3 | 3 | all enemies within

1

Thunder Bolt

1

2-5 | 6

2

Vortex

1

2-5 | 3 | 2 | all

The pull is toward the space that is both furthest from Stolen Breath and closest to the most Rovers.

3

Forked Lightning

4

3 | all enemies within

Logic: Retreat.

2

4

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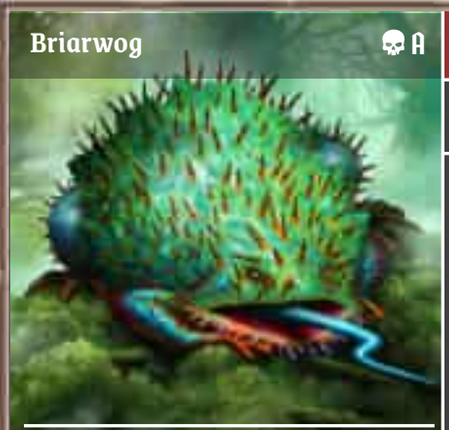
Briarwog

A



❤ 10

🛡 0

✳	✸
🔥	-1
💧	+2
☠	-1
🌫	+0
◈	+0
✦	+1

After this unit is attacked from within ↗1:

The attacker suffers ✸1.

Hooked Tongue

2

↗1-3 ✸2 🛡

⇦1

1

Leaping Tackle

3

↗1 ✸3

2

Bounce Around

4

↗1 ✸3

⇨2

Logic: Retreat.

3

3

Bile Venom

2

↗2-3 ✸3

⬡

4

Stormcaller

B

❤ 15

🛡 0

✳	✸
🔥	-1
💧	+1
☠	-2
🌫	+2
◈	+2
✦	-1

This unit gains 🛡 2 against ↗ targeting it.

Stormfront

2

↗2 ✸1

⇨3

all enemies within ⊗

1

Thunder Bolt

↗2-4 ✸5 🛡

2

Forked Lightning

3

✸3

all enemies within ⊗

3

Tornado

On Advance:

↗1-4 ✸4

all

4

Piercing Gaze

C

❤ 8*R

🛡 0

✳	✸
🔥	-1
💧	+2
☠	-1
🌫	+2
◈	+0
✦	+0

Soaring Arrow

2

↗2-4 ✸4

⇨2

Pinning Shot

2

↗2-3 ✸4

❄

Fire Volley

2

↗2-3 ✸3

🔥

⊗3

Logic: Retreat.

2

Piercing Shot

3

↗2 ✸5 🛡

Logic: Retreat.

3

4

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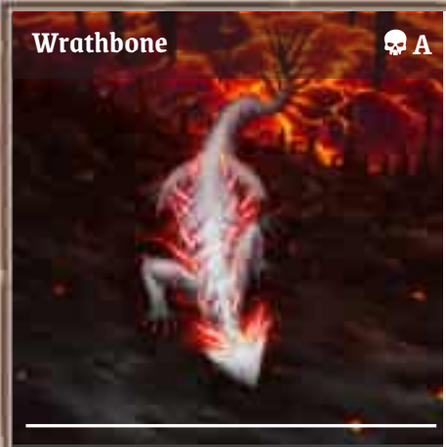
Wrathbone



A

20 | 0

+2 | -2 | +1 | +0 | +0 | +0

At the end of the Rover phase:
All enemies within 1-2 suffer 1.

Enemies within 1 suffer an additional 1.

Searing Bite

3

1 | 4

1

Burnbile Vomit

2

2-3 | 2

All other enemies within 1-2 of the target suffer 1.

2

Tailbone Sweep

5

3

all enemies within

3

Combustion Flare

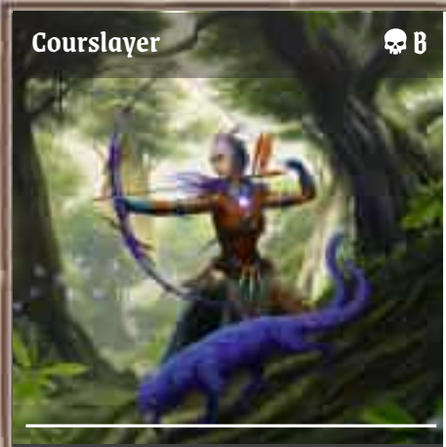
1-3 | 2

all

If the target of the attack is within 1, that attack gains +1.

4

Courslayer



B

15 | 0

-1 | +2 | -1 | +2 | +0 | +0

Soaring Arrow

3-6 | 3

1

Pinning Shot

2

2-4 | 4

2

Rain of Arrows

1

2-3 | 3

all enemies within

3

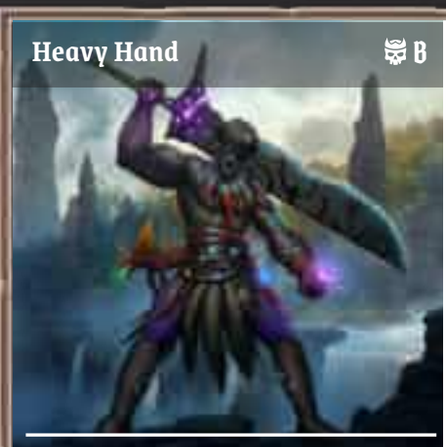
Piercing Shot

3

2 | 4

4

Heavy Hand



B

10*R | 0

+0 | +0 | +0 | +0 | +0 | +2 | +2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 2.

Flaming Helper

1

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 3

Brutal Cleave

3

1 | 3

2

all enemies within

Final Swing

4

1 | 6

4

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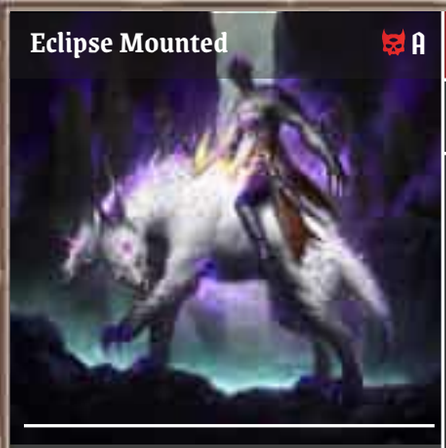
Eclipse Mounted (A)



This unit is immune to all damage.

♥ 25*R | 🛡 2

+1 | +1 | +1 | +1 | +2 | +2

Who Are You?

4 — 1 | 4

1

Taunt

4 — 1-3 | 2 | 1 | all

2

You Can't Flee

4 — 1 | 3

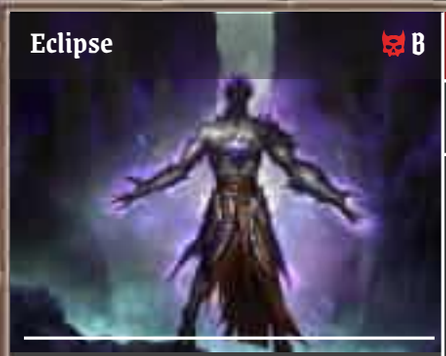
3

Surprise

6 — 3 | all enemies within

4

Eclipse (B)



For each ether dice on this statistic block, The Eclipse gains the following bonus:

- : At end of turn, enemies within 1 suffer 2
- : +2 movement points
- : reduce damage suffered by 2
- : At end of turn, recover ♥ R
- : +1 to all attacks
- : All enemies within 1 gain -1

♥ 20*R | 🛡 1

+1 | +0 | +0 | +1 | +0 | +2

What Have You Done?

4 — 1 | 3

Logic: Wants to move to the nearest active ether node.

6

1

I Need More!

1-3 | 2 | 3 | all

Logic: Wants to move to the nearest active ether node.

8

2

Barely Contained

4 — 2-4 | 3 | all

For each attack, roll an ether dice from the general pool. The result on the dice is the ether field that is placed underneath the target.

3

Desperate

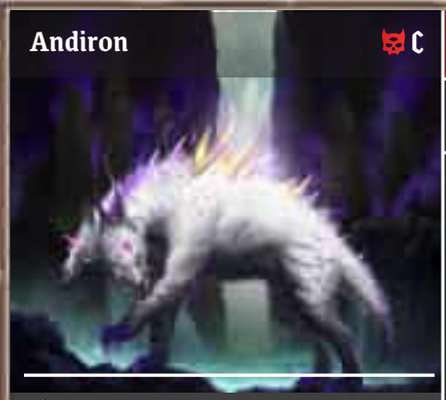
3 — 3 | all enemies within

Logic: Wants to move to the nearest active ether node.

5

4

Andiron (C)



Eclipse suffers damage caused by a Rover:

Logic: Wants to attack the Rover that damaged Eclipse.

6 — 1 | 4

♥ 20*R | 🛡 1

+0 | +1 | +1 | +0 | +2 | +0

Brutal Bite

On Advance:

2 — 1 | 3 | 🛡 | 2

Go For the Throat

On Advance:

3 — 1 | 5 | 2

Hunt

On Advance:

4 — 1 | 3 | 2

Prey Drive

On Advance:
Logic: Wants to attack the enemy with the fewest ♥

3 — 1 | 4 | 2

4

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Eclipse Ether Ascended

D

For each ether dice on this statistic block, The Eclipse gains the following bonus:

- : At end of turn, enemies within 1 suffer 2
- : +2 movement points
- : reduce damage suffered by 2
- : At end of turn, recover R
- : +1 to all attacks
- : All enemies within 1 gain -1

35*R

2

+1 +1 +1 +1 +3 +3

Fire and Wind

2

2-3 | 1 | R-1

0 | R

1

Water and Earth

4

1 | 3 | all

0 | R

2

Crux and Morph

3

1 | 2 | all enemies within

0 | R

3

It's Over

6

1 | 6

Logic: Retreat.

4

4

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